KILL THE UNICORNS

Rules
English version

MORNING

Synopsis

The Princess and her court can no longer stand the Unicorns, these so-called rare and mysterious animals, which are in fact particularly sneaky and reproduce like rabbits. She ordered her court to capture all the unicorns of the kingdom and then resell their meat on the Gnome Black Market. Players will to capture the most Unicorns to get the best price from their hunts, while dodging the traps from their rivals.
So, will you be the best unicorn hunter?



Components

- 36 Unicorn cards
- 4 Character Power cards
- 8 Trap Cards per players
- 5 Black Market cards
- 8 Hunt Cards per players
- 1 Scoring card

Set up

Each player chooses a character and takes the Hunt Cards set and the Trap Cards of his color. Each player chooses one of the characters to play during the game. Armed with this character's Hunt Cards & Trap Cards, the hunt begins. While the players may look at their Hunt Cards, the Trap Cards are shuffled and placed face down in one pile in front of the players.

All Unicorn Cards are shuffled and placed face-down on the table; draw the same number of Unicorn Cards as there are players and place them face-up on one line on the table. The Black Market cards are placed above the Unicorn Cards, with the corresponding tokens on placed upon them *(respecting the number of players at the table)*.
Unicorn butchery, Unicorn horn, Unicorn soap : N-1 (N being the number of players)
Cotton candy, Fairy Powder : One of every color

Each player receives one starting Unicorn Card before the game starts, the remaining starting Unicorn Cards are set aside..
The player who most recently saw a Unicorn become the first player *(and seek medical help as soon as possible)*



Goal of the game

A game of Kill the Unicorns is played in 4 rounds with all players counting their victory points at the very end. The player with the most points wins the game! In case of a tie the players with the most Unicorns in front of him wins.

The round

1. It's a Trap!

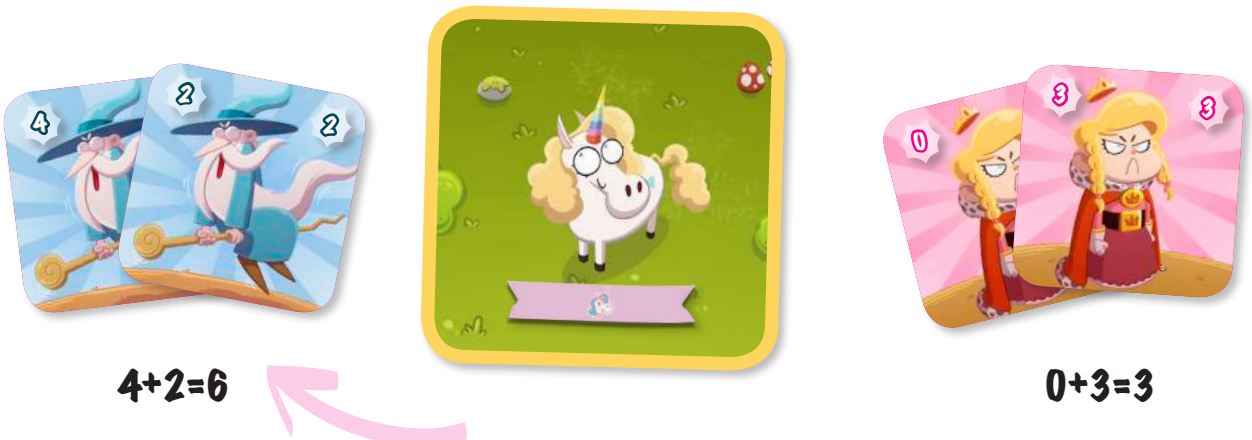
Each player draws two Trap Cards from their deck.
Starting from the first player, each player discards a Trap Card from his hand face-up in front of him, then he put his remaining Trap Card face-down under the unicorn of his choice. There can only be one Trap Card per Unicorn. Once the card is placed, it can not be looked at again by any players.



2. Eyes on the Prize

To get the Unicorn Card, you need to win a hunt. The first hunt begins with the first Unicorn Card, and the hunting ends once the last Unicorn Card has been claimed. It is forbidden to skip a Unicorn Card.

The First Player decides if he wants to participate in the hunt *(otherwise the next player clockwise begins)*. When the first player opens the hunt, he announces the number of Hunt Cards for the first hunt *(between 1-3 cards)*. He then places this number of Hunt Cards face down in the middle of the table, the other players follow suit, placing the same number of cards face-down on the table (unless they choose to skip this hunt).



3. Definitly Maybe

Now the Hunt Cards are revealed and then the Trap Card beneath the Unicorn that is currently being hunted. The Trap Card's power is instantly activated, and unless stated otherwise, the hunter with the highest value of Hunt Cards wins the Unicorn Card *(an the bonus/malus that comes with the Trap Cards)*! If the successful hunter already has unicorn(s), he can add the new one to a collection *(or rainbow)*.

If two hunters are in a tie, the second-highest bidder wins the unicorn. If all players are tied, the unicorn runs away, and the Unicorn & Trap Card are discarded. The played Hunt Cards are discarded face-up next to each respective player. The winner of the hunt becomes the new First Player, if the First Player wins the hunt, he remains First Player.

4. Black Market:

Once all the unicorns on the table have been caught *(or successfully ran away)*, players can use their remaining Hunt Cards *(if there are any left)* as a currency to purchase items on the Black Market. Starting with the First Player, they can make one purchase each. *The value written on the "Unicorn Butchery" token is the number of victory points won and the value written on the "Soap" token is the price.* Once everyone is done shopping, gather your Hunt Cards and get ready for the next hunt! New Unicorn Cards are placed on the table *(one per player)* as you enter the next round of the game.



Scoring

In addition to the victory point value assigned to each card *(the unicorns heads on each card)*, and the bonuses / penalties associated with the Black Market Tokens or Trap Cards, players will receive additional Victory Points for each Unicorn collection based on their color.



2 unicorns of the same color:
+2 points



3 unicorns of the same color:
+5 points



4 unicorns of the same color:
+8 points



Beyond 5 Unicorns of the same color:
+12 points

Beyond 4 unicorns of the same color, the player must start a new collection.
The player may also realize the «Rainbow» figure, but the cards used can not be re-used to complete another collection.



Rainbow (1 Unicorn Card of each color):
+8 points



Double Rainbow (2 Unicorn Cards of each color):
Instant victory

Variant Team (4 Players)

The two teams are determined randomly, and the team members are placed so they take alternating turns.
At the beginning of the game, N+1 Unicorns are released on the table *(N being the number of teams)*.
Starting from the 1st player players place their traps as usual except that there may be up to two Trap Cards per Unicorn *(one above and one below)*.

After revealing the hunting cards, it is the winning team that will choose the trap card they want to reveal, the other Trap Card is discarded in front of its owner.

The 1st player role is shared by the team, and the teammates choose together which player plays first.
The number of Hunt Cards that can be used go from 2 - 5 and it is the two teammates who will have to play these cards collectively. Team members don't have to play the same number of cards, but must at least play a minimum of one Hunt Card.
Example: The first player from Team A decides that "3 Hunting Cards" are used in this hunt and puts at least 1 Hunting Card on the table. Next, the player in Team B has to place at least 1 Hunting Card on the table if he wants his team to enter this hunt. Now the second player in Team A plays as many Hunting Cards so his team collectively has 3 Hunting Cards on the table, followed by the same action from the second player in Team B

The Hunt Cards of the two crew members are then added together and they group together the Unicorns they captured.
It is also the winning team who choose which Trap cards they choose to activate, the remaining one is discarded in front of its owner.

The team members have the right to speak to each other, but they must do so in order to be heard by all the other players around the table

